NES-MQ-USA

Mystery Quest™

INSTRUCTION MANUAL

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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Thank you for purchasing TAXAN's Game Cassette, MYSTERY QUEST. Please read this instruction manual to ensure proper handling of your new game, and keep the manual for future reference.

PRECAUTIONS

1) Be sure to switch off the computer when replacing your cassettes.
2) Avoid touching the terminal pins and do not get them wet.
3) This game should not be stored in places of extreme temperature.
4) Do not clean this cassette with thinners, benzine, alcohol or any other solvent.
5) Never hit or drop the cassette and do not take it apart.

A MESSAGE TO YOU FROM THE GREAT WIZARD!

"As my apprentice, you have been studying a long time to master the secrets of magic. Now the time has come to prove yourself!

"You must journey to the four Mystery Castles in search of four magic talismans. You will face many perils along the way: the castles are riddled with underground passages and intricate mazes, where you may become lost forever! And strange creatures prowl the castles, ready to pounce upon you when you least expect it! But you will find magic powers hidden along the way, to help you in this Mystery Quest.

"The magic talismans you seek are the greatest gifts known to man: wealth, wisdom, happiness, and peace. Go now, complete your quest, and prove that you are as great a wizard as I!"

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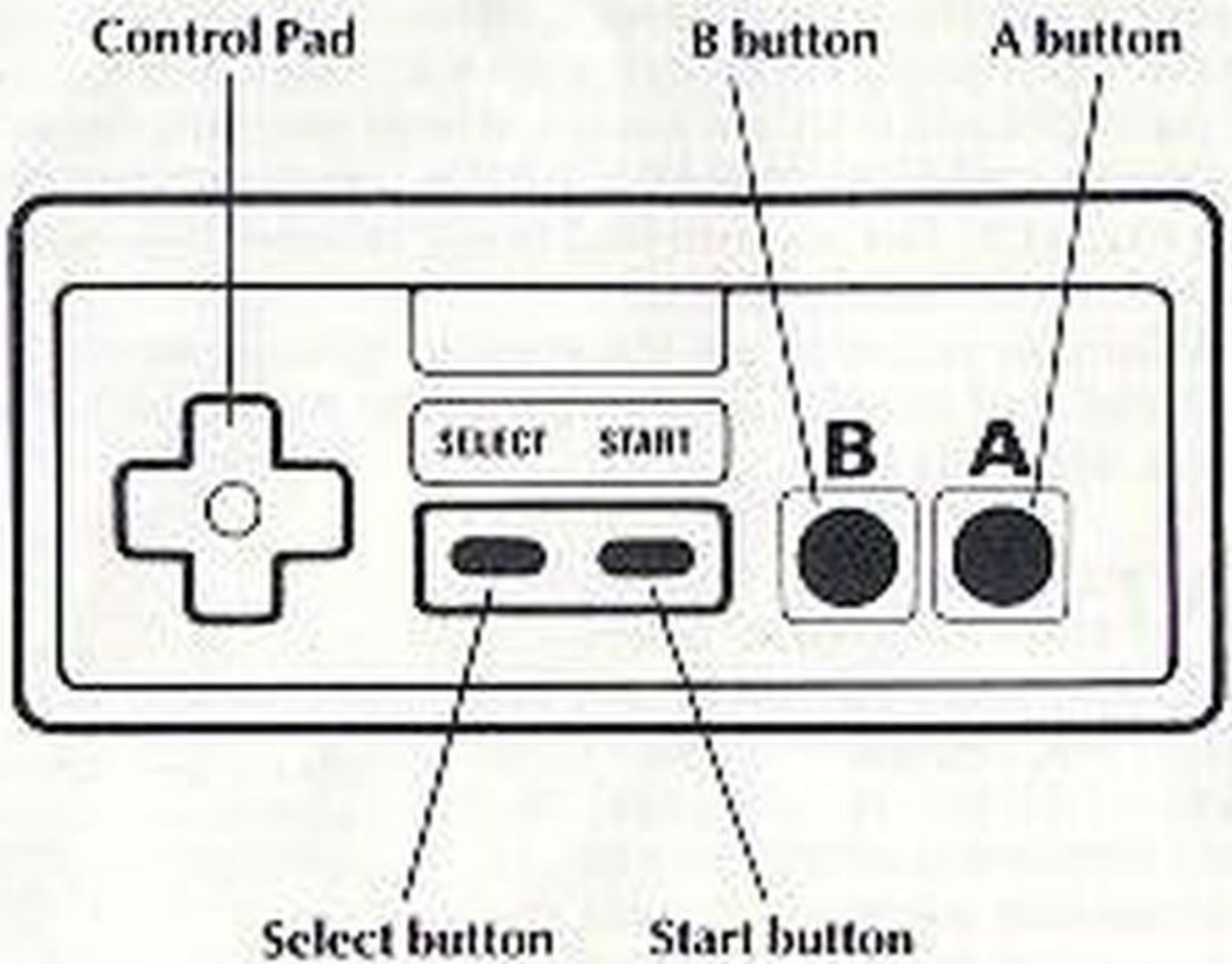
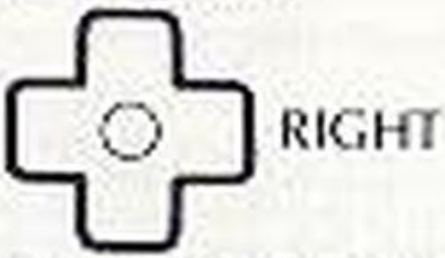
CONTROLLER PARTS



OPERATING INSTRUCTIONS

CONTROL PAD

ENTER DOOR



CLIMB DOWN OR DUCK

A BUTTON

Press the A button to jump.

B BUTTON

Press the B button to fire.

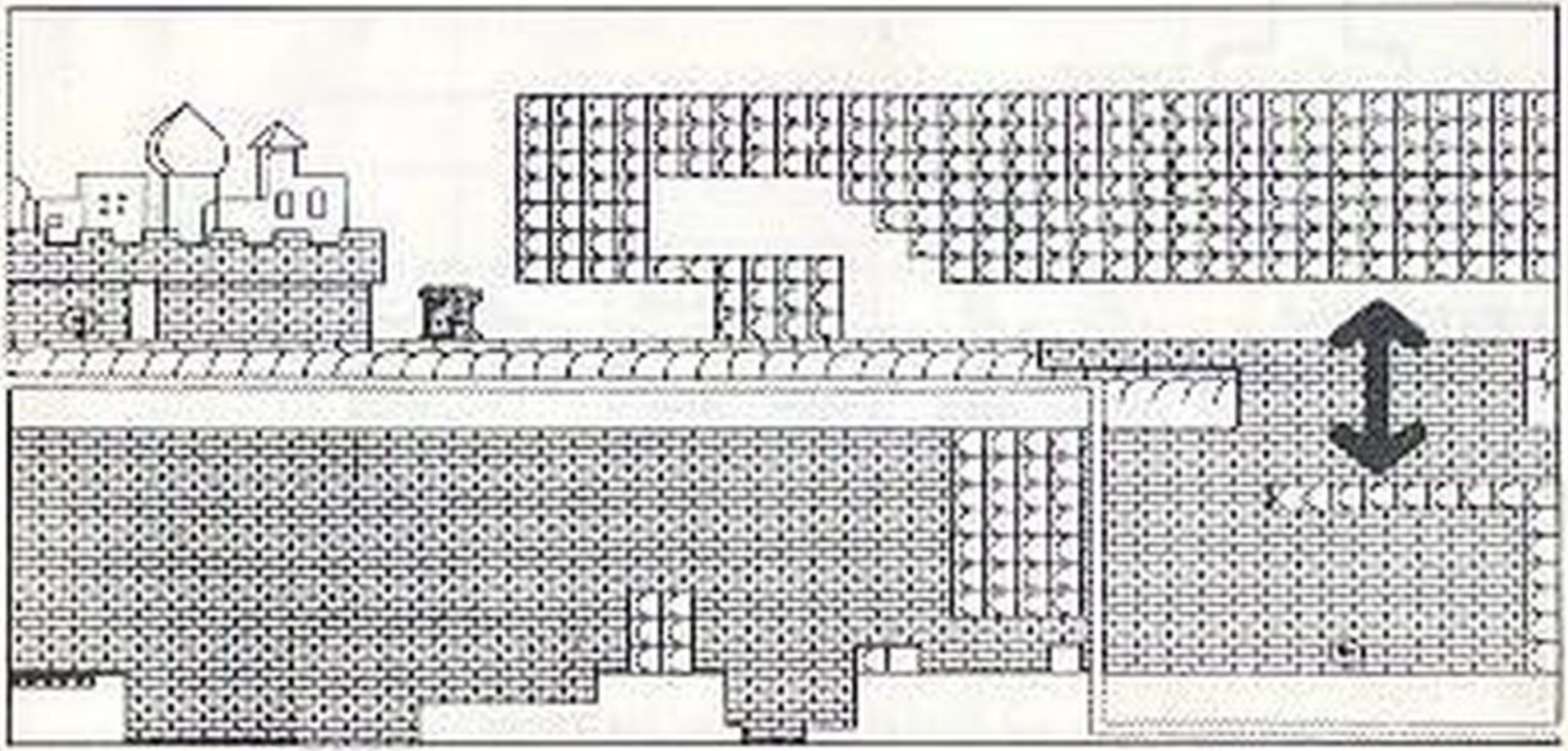
START BUTTON

Press the Start button during the demonstration to display the game and press the Start button again to begin.

To pause while playing the game, press the Start button. To continue playing, press it again.

HOW TO PLAY

Your character is named Hao. Hao must travel above and below the ground in search of hidden items. Hao must find the hidden items in order to continue travelling throughout the game.



Hao must make his way through the four Mystery Castles to find the hidden items. They are easy to find in the first castle, but much harder to find in the fourth. You will have to search carefully, and try every way you can think of to seek them out. (Hint: Some walls can be destroyed!)

Inside each castle, you will find a complicated maze. If you go through a door, you will end up on the other side of the wall. Once you have figured out the maze, it won't be too difficult to exit.

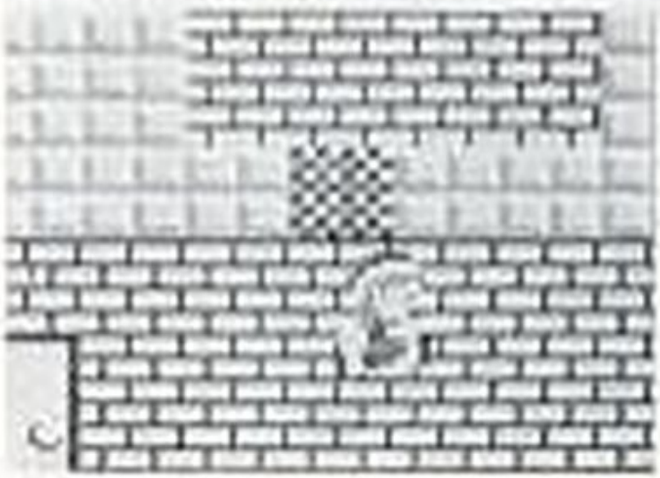
The game will be over when Hao loses all his vitality, or if he goes into the water without an SOS raft (see Magic Items).

MANEUVERING ON THE CASTLE

The castles are made of blocks.
When Hao shoots at certain blocks, they will disappear.

When Hao jumps on certain blocks, they will disappear.

When Hao jumps up and hits a block with his head, the block disappears.

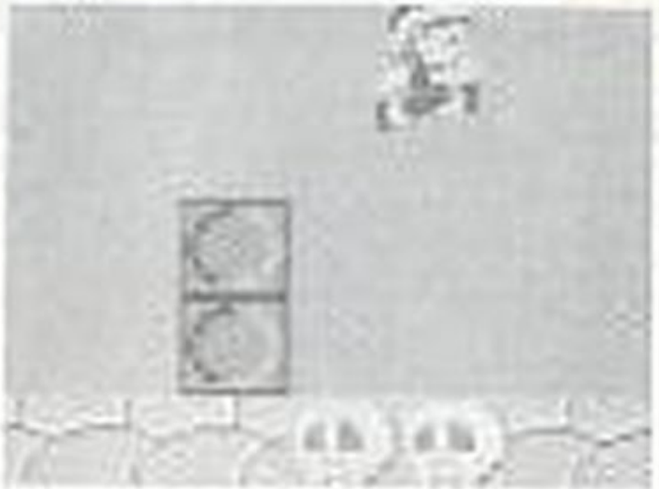


Spring Block: When Hao jumps on it, he goes higher in the air.

When Hao jumps and kicks the middle Spring Block, he can jump up to the top of the Spring Blocks.

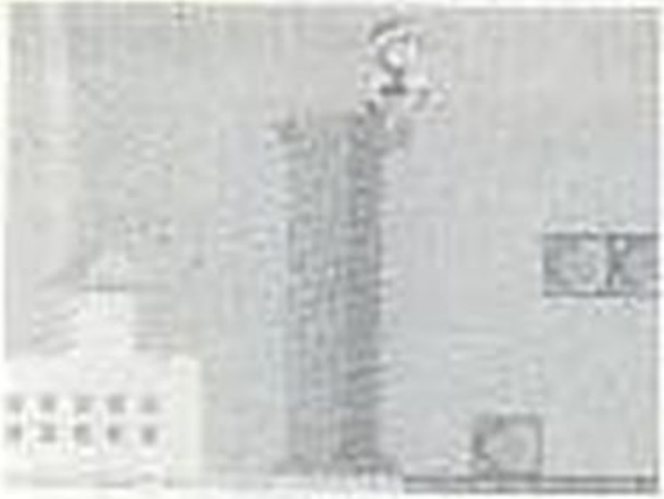
If Hao jumps into the shallow water, he will lose vitality.

If Hao steps on the skull, he will lose some vitality. He must keep going – if he stands on the skull, he will eventually die. It's best to jump over the skulls.



If Hao jumps into the deep water, he will die.

Tree Stump: Jump on it, because sometimes there is a vitality star in the sky above.



Mountain: Jump on it, because a vitality star may appear above.

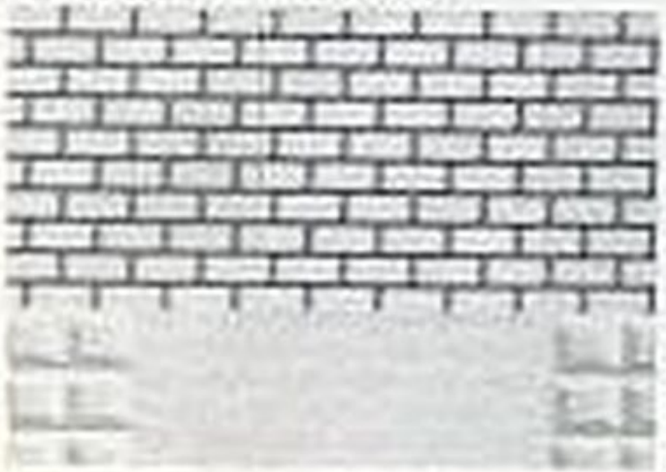
Chimney: Jump on it, because sometimes a vitality star will appear.

Candle: If you shoot it, the flame will go out and a vitality star will appear.

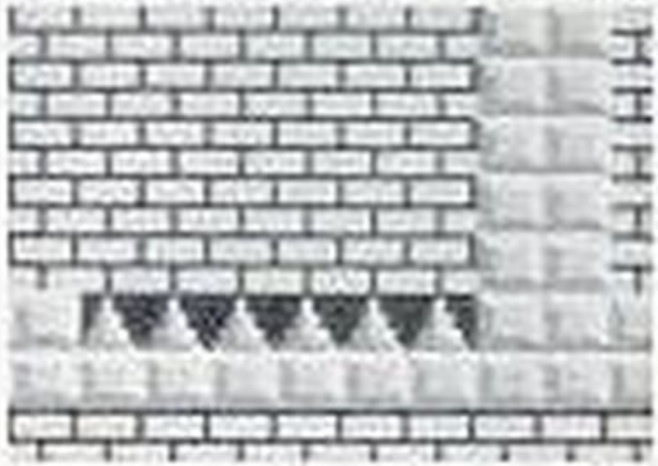
Cloud: Jump on it to move across the water.

MANEUVERING IN THE MAZE

Water: If Hao falls in, he will die. He must jump over it.



Nail Floor: If Hao walks across it, he loses vitality. He should jump over it.

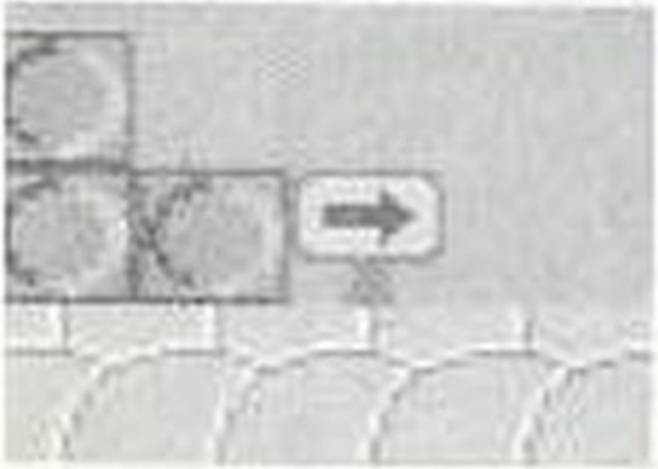


Doors: If there is a key symbol on the door, Hao will need a key to open it.

Exit: An exit from the inside of the castle.

Flower: Shoot it to gain points.

Arrow: Tells Hao which way to go.



MAGIC ITEMS

Power Boots: Allows Hao to break blocks by jumping.

Power Helmet: Allows Hao to break blocks by jumping and hitting them with the helmet.

Super Cape: Protects Hao from enemies.

Magic Lamp: Gives Hao a protective shield to protect him from dying for a certain length of time.

Scroll: Doubles Hao's shooting power.

Emerald Stone: Doubles your score.

SOS Raft: Allows Hao to jump into the water and swim – but only once!

Key: Allows Hao to open doors with key symbols.

Arrow: Shows Hao which direction to go.

VITALITY ITEMS

Star: Gives Hao a small amount of vitality.

Moon: Restores all of Hao's vitality. May be hidden inside a wall.

Doll: Gives Hao an extra supply of vitality.

MAGIC TALISMANS

Symbol of Money

Symbol of Family

Symbol of Knowledge

Symbol of Peace

ENEMIES

Dragonfly

Scorpion

Wasp

Snake

Porcupine

Bat

Gopher

MONSTERS

When Hao destroys a monster, a key will appear.

Kiri Kiri

Mel

Dragon

Birdman

PLAYING HINTS

If Hao jumps once, he only goes a short distance. If he continues to jump, he will go higher.

If Hao has an SOS, he can go into the water – but only once! Without the SOS, he will die.

You must have good control technique to get out of this situation.

Hao can ride on some of the enemies to jump higher. Also, he can jump on top of them to kill them.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more the of following measures:

–Reorient the receiving antenna

–Relocate the NES with respect to the receiver

–Move the NES away from the receiver

–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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